

AMENDMENTS TO THE CLAIMS**Listing of the claims**

1. (Previously presented) A gaming system for providing a game to a player group consisting of a plurality of players, wherein the game is played among the plurality of players, the gaming system comprising: a plurality of terminals operable by the respective plurality of the players; and a gaming server communicating with the plurality of the terminals,
 - wherein the gaming server comprises a controller executing a computer program and controlling the plurality of the terminals, and
 - wherein a progress of the game comprises a normal mode whereby the players in the player group operate the game in turn, and a special mode which occurs in accordance with a game status of the player group,
 - wherein the controller generates a special interval for stopping the progress of the game in the special mode, and
 - wherein the controller generates a dummy interval imitating the special interval in the normal mode during the game.
2. (Original) The gaming system according to claim 1, wherein the controller determines whether to generate the dummy interval.
3. (Original) The gaming system according to claim 1, wherein the controller determines whether to generate the dummy interval based on an operation by at least one of the plurality of the players.
4. (Original) The gaming system according to claim 1, wherein the controller determines a length of the dummy interval.
5. (Original) The gaming system according to claim 4, wherein the controller determines the length of the dummy interval based on an operation by at least one of the plurality of the players.

6. (Original) The gaming system according to claim 1, wherein the game is a mah-jong game.

7- 9 (Cancelled)